

**In the Claims:**

Claims 1, 6-20, 22, 25-28 were pending at the time of the Office Action.

Claims 1, 7, 9, 14, and 22 are currently amended to add features which Examiner Roswell indicated overcome the present rejections.

No new claims are added.

No claims are cancelled.

Claims 1, 6-20, 22, 25-28 remain pending.

1. (Currently Amended) A method, comprising:
  - establishing a tiered sizing schema that defines multiple size tiers for display objects to be displayed in a graphical user interface (GUI);
  - establishing readability constraints for sizes of text objects to be displayed in the GUI;
  - specifying a minimum number of character spaces to be maintained in a text box associated with an individual text object;
  - receiving a GUI configuration from an application program, wherein the GUI configuration includes display object instances, text object instances, and a placement of the display object instances and the text object instances in the GUI;
  - in response to an original equipment manufacturer (OEM) software modification of the GUI configuration, adapting sizes of the display object instances according to the tiered sizing schema and adapting sizes of the text object instances according to the readability constraints while maintaining the minimum number of character spaces in the text box; and
  - adapting the placement to an aspect ratio of a hardware display.

2-5. (Canceled)

6. (Previously presented) The method as recited in claim 1, further comprising providing one or more interfaces that enable visual aspects of the display object instances to be externally defined prior to the adapting sizes of the display object instances and prior to the adapting the placement.

7. (Currently Amended) A tiered sizing schema, comprising:  
a first definition for a size of a first-sized display object, the first-sized display object being defined according to first fractions of a height and a width of a display;

a second definition for a size of a second-sized display object, the second-sized display object being defined according to second fractions of the height and width of the display;

wherein display objects of a GUI configuration received from an application program are adapted such that the display objects are resized for compatibility with an original equipment manufacturer (OEM) modification of the GUI configuration and for compatibility with an aspect ratio of a hardware display, the display objects being resized according to the first definition and the second definition, and further in an instance where an individual display object is a text object, maintaining a pre-established minimum number of text characters for the text object.

8. (Original) The tiered sizing schema as recited in claim 7, wherein the fraction of a height and a width of a display further comprises a percentage of the height of the display measured from a top edge of the display,

and a percentage of the width of the display measured from a left edge of the display, respectively.

9. (Currently Amended) One or more computer-readable media containing computer-executable instructions that, when executed on a computer, perform the following steps:

defining multiple upper left bounds of a display object to be displayed on a display according to a fraction of a height of the display and a fraction of a width of the display;

defining multiple lower right bounds of the display object according to a fraction of the height and the width of the display;

defining multiple sizes for the display object according to a tiered sizing schema for display object sizes;

receiving a GUI configuration from an application program, wherein the GUI configuration specifies the display object, an upper left bound, a lower right bound, and a size of the display object;

adapting the upper left bound, the lower right bound, and the size to an original equipment manufacturer (OEM) modification of the GUI configuration and to an aspect ratio of a hardware display by selecting one of the defined multiple upper left bounds, one of the defined lower right bounds, and one of the defined sizes, while in an instance where the display object is a text object, maintaining a pre-established number of character spaces for the text object.

10. (Original) The one or more computer-readable media as recited in claim 9, wherein the fraction of the height of the display further

comprises a percentage of the height of the display from a top edge of the display.

11. (Original) The one or more computer-readable media as recited in claim 9, wherein the fraction of the width of the display further comprises a percentage of the width of the display from a left edge of the display.

12. (Previously presented) The one or more computer-readable media as recited in claim 9, further comprising one or more interfaces that enable visual aspects of the display object to be externally defined prior to the adapting.

13. (Original) The one or more computer-readable media as recited in claim 9, further comprising rendering the display object on the display.

14. (Currently Amended) A method, comprising:  
defining visual aspects of a graphical user interface to render on a display, the graphical user interface containing at least one display object, wherein size and location information regarding the display object are received from an application that utilizes the graphical user interface;

in response to a modification of the display object by an original equipment manufacturer (OEM) software and in response to sensing an aspect ratio of a hardware display, redefining the size and location information in accordance with a tiered sizing schema, while in an instance where the display

object is a text object, maintaining a pre-established number of character spaces for the text object.

15. (Previously presented) The method as recited in claim 14, wherein the tiered sizing schema defines sizes of the display object that are allowed for use with the graphical user interface.

16. (Original) The method as recited in claim 14, wherein the size and location of the display object are determined by two or more bounds locations, each bound location being defined as a fraction of height and width of the bound location with respect to a height and width of the display, respectively.

17. (Original) The method as recited in claim 16, wherein the fraction of height with respect to the height of the display further comprises a percentage of the height of the display from a top edge of the display.

18. (Original) The method as recited in claim 16, wherein the fraction of width with respect to the width of the display further comprises a percentage of the width of the display from a left edge of the display.

19. (Original) The method as recited in claim 14, wherein the defining visual aspects of the graphical user interface further comprises defining visual aspects of display objects in the graphical user interface.

20. (Original) The method as recited in claim 14, wherein the defining visual aspects of the graphical user interface further comprises defining visual aspects of display objects in the graphical user interface, and wherein the defining visual aspects of the display objects is independent of defining the size and location of the display objects by the application.

21. (Canceled)

22. (Currently Amended) A system, comprising:  
a display rendering module to:

receive a configuration for a graphical user interface (GUI) from an application program, wherein the GUI includes display objects, and wherein in instances where the display objects are text objects a number of character spaces to be maintained for an individual text object, and wherein the GUI is potentially usable on different display hardwares having different height, width, resolution, and operating system platform characteristics;

the display rendering module to define a tiered sizing schema for display objects in the graphical user interface;

the display rendering module to receive a modification of the configuration from an original equipment manufacturer (OEM) software;

the display rendering module to select tiered sizes for the display objects in order to transform the GUI configuration from the application program into the modified GUI configuration of the OEM software while maintaining the number of character spaces for individual text objects;

the display rendering module to scale locations of the display objects in the GUI to an aspect ratio of one of the display hardwares; and

one of the display hardwares having the aspect ratio, to display the GUI.

23-24. (Canceled)

25. (Previously presented) The system as recited in claim 22, wherein:

the application program also defines display objects according to the tiered sizing schema;

the visual aspects of the graphical user interface conform to the tiered sizing schema; and

the tiered sizing schema defines one or more display object sizes to which the display objects contained in the graphical user interface must conform.

26. (Previously presented) The system as recited in claim 22, wherein the tiered sizing schema further comprises definitions for a small-sized display object, a medium-sized display object, and a large-sized display object.

27. (Previously presented) The system as recited in claim 22, wherein the tiered sizing schema defines the sizes according to a fraction of the height and width of the display.

28. (Previously presented) The system as recited in claim 22, wherein the tiered sizing schema defines the sizes according to a percentage of the display that each display object may occupy.